

EBUG SPECIFICATIONS DOCUMENT

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This is a very early draft of this document. The intention of this document is to provide a specifications guide for the creation of the Handebug program. Ultimately, this document will evolve into a Handebug User's Guide.

LARGE DISPLAY BOX

- hex dump
- trace dump
- symbolic disassembly
- symbol table display

The large display box is used for various things. Which it's currently being used for is selectable with switches beneath the box. Along the right edge of the box is an autoknob prop gadget and arrow gadgets to allow stepping through the display.

The Trace buffer will be uploaded when the Trace function is selected the display. The Trace buffer is not editable.

The user should be able to edit the data in the large display box simply by positioning the mouse over an editable area of the display box and then typing. If, for instance, the user positions the mouse over the hex dump fields, typing should fill in successive fields until the mouse moves again (actually, to allow for a little accidental jiggling, typing should go to successive fields until the mouse moves more than 8 ticks vertically or horizontally from its "start typing" position). As another example, if the user positions the mouse over the ascii display area of the hex dump, then the characters typed should be entered as ascii values. Also, in the disassembly display, where the disassembled text appears as well as the code bytes, positioning over the code bytes and typing should cause the bytes and the disassembly display to change, while positioning over the disassembly text and typing should invoke the mini-assembler, which should cause the instructions to be assembled in place (this will be a tricky job, with a lot of user-happy details that need working out).

BREAKPOINTS

- List of currently defined breakpoints (symbolic)
- Add a breakpoint
- Delete a breakpoint
- Gadget to delete all breakpoints

The breakpoint list shows all currently defined breakpoints, with the symbolic name or absolute address as entered by the user including simple equations (such as `_main+10`).

To add a breakpoint, use the mouse to point to an open slot and start typing.

To delete a breakpoint, point at it with the mouse and hit the DEL key.

To delete all breakpoints, select the Delete All Breakpoints gadget.